

09/28/00



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## UTILITY PATENT APPLICATION TRANSMITTAL



22193

PATENT TRADEMARK OFFICE

Address to: <b>Box PATENT APPLICATION</b> <b>Commissioner for Patents</b> <b>United States Patent &amp; Trademark Office</b> <b>Washington, DC 20231</b>	Attorney Docket No.	1724 (USW 0605 PUS)
	Inventor(s) or Application Identifier: Warren E. Langdon	

U.S. PTO  
09/28/00  
09/28/00

1. This application entitled PORTABLE WIRELESS PLAYER AND ASSOCIATED METHOD is:

- a. ☒ A new application under 37 C.F.R. §1.53(b).
- b. ☐ A ☐ continuation ☐ divisional or ☐ continuation-in-part application under 37 C.F.R. § 1.53(b) of prior application Serial No.          /          filed on         , entitled         .

Application elements and other attached papers:

2. ☒ Specification (incl. Claims and Abstract) [Total Pages 15]
3. ☒ Drawings (☒ informal ☐ formal) [Total Sheets 2]
4. ☒ Oath or Declaration
- a. ☒ Newly-executed
- b. ☐ Copy from a prior application (37 C.F.R. § 1.63(d))
5. ☐ Incorporation By Reference: The entire disclosure of the prior application, from which a copy of the oath or declaration is supplied under Item 4b, is considered as being part of the disclosure of the accompanying application and is hereby incorporated by reference therein.
6. ☐ This application is filed by fewer than all the inventors named in the prior application, 37 C.F.R. § 1.53(d)(4).
- a. ☐ **DELETE** the following inventor(s) named in the prior nonprovisional application:  
\_\_\_\_\_  
\_\_\_\_\_
- b. ☐ The inventor(s) to be deleted are set forth on a separate sheet attached hereto.

## CERTIFICATION UNDER 37 C.F.R. § 1.10

I hereby certify that this UTILITY PATENT APPLICATION TRANSMITTAL and the documents referred to as attached therein are being deposited on the below date with the United States Postal Service in an envelope as "Express Mail Post Office to Addressee" addressed to: Box Patent Application, Commissioner for Patents, United States Patent and Trademark Office, Washington, D.C. 20231.

Express  
Mail Label No. EL481737616US

Date of Deposit: September 28, 2000

DONNA L. SCHULTE  
(Type or print name of person mailing paper)  
Donna L. Schulte  
(Signature of person mailing paper)

7. Preliminary Amendment:

- a. ☐ A Preliminary Amendment is attached.
- b. ☐ Cancel in this application original claims \_\_\_\_\_ of the prior application before calculating the filing fee.
- c. ☐ Please amend the specification by inserting before the first line the sentence:
- "This is a
- ☐ continuation
- ☐ divisional
- of copending application(s)
- ☐ Serial number \_\_\_\_\_ / \_\_\_\_\_ filed on \_\_\_\_\_."
- d. ☐ A Petition to Suspend Prosecution For The Time Necessary to File An Amendment (New Application Filed Concurrently) is attached.

8. Small entity status:

- a. ☐ A small entity statement is attached.
- b. ☐ A small entity statement was filed in the prior nonprovisional application and such status is still proper and desired.
- c. ☐ Is no longer desired.

9. Fee Calculation:

FOR	NUMBER FILED	NUMBER EXTRA	RATE	CALCULATIONS
TOTAL CLAIMS (37 C.F.R. § 1.16(c))	20 -20 =	---	X 18.00	---
INDEPENDENT CLAIMS (37 C.F.R. § 1.16(b))	4 -3 =	1	X 78.00	78.00
MULTIPLE DEPENDENT CLAIMS (if applicable) (37 C.F.R. § 1.16(d))			260.00	---
			BASIC FEE (37 C.F.R. § 1.16(a))	690.00
Total of above Calculations =				768.00
Reduction by 50% for filing by small entity (Note 37 C.F.R. §§ 1.9, 1.27, 1.28)				
Assignment Recordal Fee			40.00	40.00
TOTAL =				808.00

10. ☐ A check in the amount of \$\_\_\_\_\_ is enclosed.
11. ☒ The Commissioner is hereby authorized to credit overpayments or charge the following fees (or any deficiency therein) to Qwest Communications International Inc. Deposit Account No. 21-0456:
- a. ☒ Fees required under 37 C.F.R. § 1.16.
- b. ☒ Fees required under 37 C.F.R. § 1.17.

12. Maintenance of Copendency of Prior Application

☐ A request for extension of time and the appropriate fee have been filed in the pending **prior** application (or are being filed in the prior application concurrently herewith) to extend the period for response until \_\_\_\_\_.

13. ☒ An Information Disclosure Statement (IDS) is attached, along with the following indicated attachments thereto:

a. ☒ Form PTO/SB/08 ( 1 sheet)

b. ☒ Copies of references cited

14. ☐ Certified copy of priority document(s)

15. ☒ Return Receipt Postcard

16. ☐ Other: \_\_\_\_\_

17. ☒ An Assignment of the invention to Owest Communications International Inc.

a. ☒ is attached.

b. ☐ was recorded on \_\_\_\_\_ at Reel \_\_\_\_\_, Frame \_\_\_\_\_.

18. The power of attorney in the prior application is to:

\_\_\_\_\_  
Name of Attorney of Record Reg. No.

☐ The power appears in the original papers in the prior application.

☐ The power does not appear in the original papers, but was filed on \_\_\_\_\_.

☐ A new power has been executed and is attached.

19. Correspondence Address: Please address all future communications to:

\_\_\_\_\_



**22193**

PATENT TRADEMARK OFFICE

Telephone: 877-879-4747 or 303-672-2700; Fax: 303-296-2815

Respectfully submitted,

Date September 28, 2000

Jeremy J. Curcui  
Name: Jeremy J. Curcui  
Registration No.: 42,454

☒ Attorney or agent of record  
☐ Filed under Rule 34(a)

## PORTABLE WIRELESS PLAYER AND ASSOCIATED METHOD

### TECHNICAL FIELD

The present invention relates to a method of providing programming to a portable wireless player.

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### BACKGROUND ART

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10 The use of wireless technology has become widespread. Some existing cellular phones include a plethora of features, with some of these phones having microbrowsers and messaging capabilities. Today's cellular phone is not just an ordinary phone anymore, but is packed with features. Similarly, sophisticated wireless personal digital assistants are also available. In addition to traditional calendar and planning software, these personal digital assistants include wireless capabilities to allow messaging, such as e-mail, as well as a form of limited web access.

15 Although many existing wireless devices including cellular phones and personal digital assistants have been commercially successful, many of these devices have many advanced features and the consumer is forced to pay a premium for the product even though many of the features may go unused. Because the wireless revolution is in its infancy, there is a need for improved wireless products. In addition, there is a need for a wireless device that provides the functionality  
20 demanded by a consumer while providing enough simplicity to keep the product cost low.

### DISCLOSURE OF INVENTION

It is, therefore, an object of the present invention to provide a method of providing programming to a portable wireless player.

In carrying out the above object and other objects and features of the present invention, a method of providing programming to a portable wireless music player having a memory is provided. The player is operative to transmit and receive information over a wireless link to a wireless service network. The wireless service network is in communication with a music service provider, wherein the music service provider allows connections for remote clients. The method comprises connecting to the music service provider from a remote client, defining a play list at the music service provider through user interaction at the remote client, and connecting to the music service provider with the player over the wireless service network. The method further comprises downloading music to the player from the music service provider in accordance with the previously defined play list, and playing the music at the player.

In one particular implementation, the music service provider is connected to the Internet. The music service provider is connected to the remote client over the Internet. It is appreciated that a computer or similar device is used by the end user to predefine a play list at the music service provider. Thereafter, a portable wireless music player may download and play the music. The player is suitably made with sufficient functionality to select and play items off the predefined play list, but is kept sufficiently simple to keep costs of production low. Because the content for playing is downloaded by the device, the device may have less memory than similar devices in which all content must be stored in the memory of the device (that is, devices that cannot communicate with the wireless network such as existing portable MP3 players).

The wireless service network may include a packet network such as a virtual local area network. In accordance with a preferred embodiment of the present invention, the wireless service network includes a last leg in accordance with Internet protocol (IP). More preferably, the last leg is in accordance with dynamic host configuration protocol (DHCP). Most preferably, the connection between the music service provider, including a portion of the connection over the last leg, includes a quality of service rating. In this way, the same network may be utilized for the portable wireless player that is utilized for other devices, such as the cellular

phone by giving the other devices a higher quality of service rating so that the portable wireless music player does not noticeably interfere with the other devices.

Further, in carrying out the present invention, a method of providing programming to a portable wireless player having a memory is provided. The player is operative to transmit and receive information over a wireless link to a wireless service network. The wireless service network is in communication with a service provider. The service provider allows connections from remote clients. The method comprises connecting to the service provider from a remote client, and defining a play list at the service provider through user interaction at the remote client. The method further comprises connecting to the service provider with the player over the wireless service network. The connection between the service provider and the player includes a quality of service rating wherein the wireless service network provides a plurality of services in addition to connections to the service provider. The plurality of services have different quality of service ratings. Further, programming is downloaded to the player from the service provider in accordance with the previously defined play list, and the programming is played at the player.

Still further, in carrying out the present invention, a portable wireless player for use in playing programming received over a wireless link to a wireless service network is provided. The wireless service network is in communication with a service provider that allows connections from a remote client. A remote client connects to the service provider and defines a play list at the service provider through user interaction at the remote client. The portable wireless player comprises a housing, a processor disposed in the housing, a memory disposed in the housing, a transmitter for transmitting information over the wireless service network, and a receiver for receiving information over the wireless service network. The portable wireless player further comprises instructions in the memory that direct the processor to connect the service provider over the wireless service network, to download programming to the player in accordance with the previously defined play list, and to play the programming.

Still further, in carrying out the present invention, a portable wireless music player for use in playing music received over a wireless link to a wireless service network is provided. The wireless service network is in communication with the music service provider that allows connections from remote clients. A remote client connects to the music service provider and defines a play list at the music service provider through user interaction at the remote client. The portable wireless player comprises a housing, a processor disposed in the housing, a memory disposed in the housing, a transmitter for transmitting information over the wireless service network, and a receiver for receiving information over the wireless service network. The player further comprises instructions in the memory, a display for displaying the play list, and a plurality of control buttons for selecting music to play from the play list on the display. The instructions in the memory direct the processor to connect to the music service provider over the wireless service network, to download music to the player in accordance with the previously defined play list, and to play the music.

The advantages associated with embodiments of the present invention are numerous. For example, methods and portable wireless players of the present invention provide a portable listening device that can retrieve and store and play, for example, MP3 (MPEG, Layer 3) user formats that are currently available on the Internet via a transmission control protocol/Internet protocol (TCP/IP) wireless data network. Some of the players may also be provided with paging and voice messaging receiving capabilities. A preferred portable listening device has the ability to download files while playing current files for listening. The device communicates, in a suitable implementation, as a TCP/IP client in a wireless/land line data network to a TCP/IP server, and the client device may support dynamic host configuration protocol (DHCP) to resolve static Internet protocol (IP) addressing issues. Providing a portable player with the ability to download from a predefined play list reduces the cost of buying flash memory which is used to store music and voice on current MP3 portable players because less memory is needed. Compulsive portable access to listening material becomes available to the consumer. Being only a listing device that is not time critical, constant bandwidth allocation that is a concern in a voice network is not a concern for the portable wireless player. There is no need for an

expensive personal computer, personal digital assistant or cellular phone, but instead, a portable listing device with the present invention may be utilized. Embodiments of the present invention could bring back the days of the single hit phenomena that were at the beginning of rock and roll with the introduction of the 45 rpm records, providing more opportunities for a wider range of artists and e-commerce. Optionally, the devices could also receive short messages and access voice mail.

The above object and other objects, features, and advantages of the present invention are readily apparent from the following detailed description of the best mode for carrying out the invention when taken in connection with the accompanying drawings.

#### BRIEF DESCRIPTION OF DRAWINGS

FIGURE 1 is a network diagram illustrating the communications with the music service provider and with the portable wireless player;

FIGURE 2 is an enlarged view of a suitable implementation of the portable wireless player;

FIGURE 3 is a block diagram illustrating the portable wireless player; and

FIGURE 4 is a block diagram illustrating a method of the present invention.

#### BEST MODE FOR CARRYING OUT THE INVENTION

Referring to Figure 1, the overall networking environment for embodiments of the present invention is generally indicated at 10. A music service provider 12 is connected to a data base 14 storing the play lists for the various users of the portable wireless music players. It is appreciated that the play list includes information as defined by the particular user so that the wireless device may be a



Once the play list has been defined, the portable wireless player may connect to the music service provider to receive information over wireless service network 24. In a suitable implementation, wireless service network 24 includes a number of base stations 26. Base station 26 connects to a number of transmitters 28, 30, to communicate with portable wireless music players 32 and 34. Because the player is portable, it is preferred that a suitable technique is utilized to resolve addressing issues. In one implementation, a dynamic host control configuration

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protocol server is implemented at base station 26 to dynamically assign Internet protocol addresses to portable wireless players when the player is turned on and logs onto the network. Of course, in the alternative, other addressing techniques may be utilized. In addition, it is preferred that the link between a portable device and the base station of the wireless service network 24 includes a quality of service rating. By utilizing a lower quality of service rating for the portable players than for other wireless devices, the network may be utilized for other devices with higher quality of service ratings such as cellular phones or personal digital assistance. A suitable wireless service network is a packet network such as a virtual local area network. The last leg of the network is preferably implemented as an Internet protocol network to allow the use of dynamic host configuration protocol (DHCP) for the server to resolve addressing issues. By utilizing quality of service ratings, the portable wireless devices may be implemented in such a way as to not interfere with other devices on the network. In particular, from time to time, the portable device downloads information in a burst, and for most of the time, the device is idle.

To complement the use of DHCP, a preferred embodiment of the present invention utilizes a wireless service network configured as a virtual local area network (VLAN). In turn, a portion of the network bandwidth would be allocated as a wireless local area network. Thin client wireless devices (the players) would connect to the local area network via a suitable protocol such as DHCP and VLAN. For the last leg of the network, transmission control protocol/Internet protocol (TCP/IP) over code division multiple access (CDMA) would be appropriate. Of course, other multiplexing techniques, such as time division multiplexing could also be appropriate. The network, preferably, is a true TCP/IP network with the last leg being mobile and wireless. The base station controller functionality to this network is a portable access device for CDMA and IP packets. In the alternative, the TCP/IP stack may be located away from the remote client, with a portion of the last leg utilizing a proprietary protocol.

In Figure 2, an exemplary portable wireless player for use in playing programming received over a wireless link to a wireless service network is generally indicated at 40. The player plays information, such as music, that is predefined as

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over a wireless link). This is advantageous over existing personal digital assistants that have a higher fee for a few customers that want numerous services. Further, the play list, in addition to including music tracks may include online radio and news stations and optionally could include paging/messaging capabilities. Commissions  
5 could be derived from online radio stations, music vendors, and voice books.

It is appreciated that preferred implementations of the present invention utilize the portable player for playing music files received over the wireless service network. The device may play one file, while simultaneously receiving other  
10 files over the wireless link. To keep the cost of the individual player down, limited memory may be used, and the player may have only enough memory to store a few songs. The amount of memory would determine the cost. The cheapest device would only have enough memory to hold a few seconds of sound. The player may then, after playing a song, clear that portion of memory for a new song to be  
15 downloaded. That is, embodiments of the present invention may be implemented in a very cost effective manner because the amount of memory needed is much less than existing MP3 players that utilize lots of memory but do not have wireless link capabilities for downloading over a wireless service network. The existing devices must be connected to a computer and all music to be later played must be  
20 downloaded to the device. The claimed invention allows the user to predefine the play list at the music service provider from a remote terminal such as a computer connected to the Internet, and subsequently, the player downloads and plays the music tracks (or radio stations or other online information).

It is appreciated that embodiments of the present invention have  
25 various different implementations. For example, the files can be played or not played as they are downloaded. The screen could display the files that are in memory and the amount of play time for each file. A song may be replayed if desired. The buffersize of memory may depend on how much programming can be replayed on-demand. The amount of memory would determine the cost of the  
30 device. The cheapest device would only have enough memory to hold a few seconds of sound. Not only the price but also the cost of use should be a consideration. The memory and processor consume battery life as experienced in the cell phone

industry. To lower the cost, ferroelectric nonvolatile random access memory and ferroelectric nonvolatile logic could be used. Or any other combination of memory devices could be used to keep the cost of use down and maximize the length of play. Different models could be made based on the customer preferences. Disk drives and  
5      simcards, as they become minaturized, cheap, and have low power consumption, could also become an alternative to memory.

For example, the play list may include 50 or even 100 items, but the device will only have sufficient memory to store two or three tracks at a time. The low quality of service rating for the device relative to other devices used in the  
10      wireless service network allows the portable players to be implemented without significantly negatively impacting the performance of existing devices in the wireless network. As shown in Figure 4, a method in a preferred embodiment of the present invention for a music player is generally indicated at 100. At block 102, the user connects with the music service provider from a remote client. At block 104, the  
15      user defines the play list. At block 106, the user connects with the player over the wireless service network using DHCP and quality of service (QOS). Of course, other addressing schemes may be utilized in the alternative to DHCP and the TCP/IP stack may be at the device or away from the device as mentioned previously. At block 108, music is downloaded through the player when the music is on the  
20      previously defined play list. Of course, the device is not limited to music. At block 110, the device plays the programming, which may be music, or an online radio station, or other online information.

While embodiments of the invention have been illustrated and described, it is not intended that these embodiments illustrate and describe all  
25      possible forms of the invention. Rather, the words used in the specification are words of description rather than limitation, and it is understood that various changes may be made without departing from the spirit and scope of the invention.

**WHAT IS CLAIMED IS:**

- 1                   1.     A method of providing programming to a portable wireless  
2 music player having a memory and being operative to transmit and receive information  
3 over a wireless link to a wireless service network, the wireless service network being  
4 in communication with a music service provider wherein the music service provider  
5 allows connections from remote clients, the method comprising:  
6                   connecting to the music service provider from a remote client;  
7                   defining a play list at the music service provider through user interaction  
8 at the remote client;  
9                   connecting to the music service provider with the player over the  
10 wireless service network;  
11                  downloading music to the player from the music service provider in  
12 accordance with the previously defined play list; and  
13                  playing the music at the player.
- 1                   2.     The method of claim 1 wherein the music service provider is  
2 connected to the Internet, and wherein connecting to the music service provider from  
3 the remote client further comprises connecting over the Internet.
- 1                   3.     The method of claim 1 wherein the wireless service network  
2 includes a packet network.
- 1                   4.     The method of claim 1 wherein the wireless service network  
2 includes a virtual local area network.
- 1                   5.     The method of claim 1 wherein the wireless service network  
2 includes a last leg, and wherein the last leg is in accordance with Internet protocol.
- 1                   6.     The method of claim 5 wherein the last leg is in accordance with  
2 dynamic host configuration protocol.

1                   7.     The method of claim 6 wherein the connection between the  
2 music service provider and the player, including a portion of the connection over the  
3 last leg includes a quality of service rating.

1                   8.     The method of claim 7 wherein the wireless service network is  
2 for providing a plurality of services in addition to connections to the music service  
3 provider, wherein the plurality of services have different quality of service ratings.

1                   9.     A method of providing programming to a portable wireless  
2 player having a memory and being operative to transmit and receive information over  
3 a wireless link to a wireless service network, the wireless service network being in  
4 communication with a service provider wherein the service provider allows  
5 connections from remote clients, the method comprising:  
6                   connecting to the service provider from a remote client;  
7                   defining a play list at the service provider through user interaction at the  
8 remote client;  
9                   connecting to the service provider with the player over the wireless  
10 service network, the connection between the service provider and the player including  
11 a quality of service rating wherein the wireless service network provides a plurality of  
12 services in addition to connections to the service provider, and wherein the plurality  
13 of services have different quality of service ratings;  
14                   downloading programming to the player from the service provider in  
15 accordance with the previously defined play list; and  
16                   playing the programming at the player.

1                   10.    The method of claim 9 wherein the service provider is connected  
2 to the Internet, and wherein connecting to the service provider from the remote client  
3 further comprises connecting over the Internet.

1                   11.    The method of claim 9 wherein the wireless service network  
2 includes a packet network.

1                   12.     The method of claim 9 wherein the wireless service network  
2     includes a virtual local area network.

1                   13.     The method of claim 9 wherein the wireless service network  
2     includes a last leg, and wherein the last leg is in accordance with Internet protocol.

1                   14.     The method of claim 13 wherein the last leg is in accordance  
2     with dynamic host configuration protocol.

1                   15.     A portable wireless player for use in playing programming  
2     received over a wireless link to a wireless service network, the wireless service  
3     network being in communication with a service provider that allows connections from  
4     remote clients wherein a remote client connects to the service provider and defines a  
5     play list at the service provider through user interaction at the remote client, the  
6     portable wireless player comprising:  
7                   a housing;  
8                   a processor disposed in the housing;  
9                   a memory disposed in the housing;  
10                  a transmitter for transmitting information over the wireless service  
11     network;  
12                  a receiver for receiving information over the wireless service network;  
13     and  
14                  instructions in the memory that direct the processor to connect to the  
15     service provider over the wireless service network, to download programming to the  
16     player in accordance with the previously defined play list, and to play the  
17     programming.

1                   16.     The player of claim 15 wherein the wireless service network  
2     includes a last leg in accordance with Internet protocol, and wherein the instructions  
3     further comprise:

4                   instructions in the memory for connecting to the wireless service  
5     network in accordance with Internet protocol.



1                    17.    The player of claim 16 wherein the instructions further  
2    comprise:

3                    instructions in the memory for connecting to the wireless service  
4    network in accordance with dynamic host configuration protocol.

1                    18.    The player of claim 17 wherein the connection between the  
2    music service provider and the player, including a portion of the connection over the  
3    last leg includes a quality of service rating.

1                    19.    The player of claim 18 wherein the wireless service network is  
2    for providing a plurality of services in addition to connections to the music service  
3    provider, wherein the plurality of services have different quality of service ratings.

1                    20.    A portable wireless music player for use in playing music  
2    received over a wireless link to a wireless service network, the wireless service  
3    network being in communication with a music service provider that allows connections  
4    from remote clients wherein a remote client connects to the music service provider and  
5    defines a play list at the music service provider through user interaction at the remote  
6    client, the portable wireless player comprising:

7                    a housing;  
8                    a processor disposed in the housing;  
9                    a memory disposed in the housing;  
10                   a transmitter for transmitting information over the wireless service  
11    network;

12                   a receiver for receiving information over the wireless service network;  
13                   instructions in the memory that direct the processor to connect to the  
14    music service provider over the wireless service network, to download music to the  
15    player in accordance with the previously defined play list, and to play the music;

16                   a display for displaying the play list; and  
17                   a plurality of control buttons for selecting music to play from the play  
18    list on the display.

## ABSTRACT OF THE DISCLOSURE

5 A method of providing programming to a portable wireless music player includes connecting to a music service provider from a remote client and defining a play list at the music service provider through user interaction at the remote client. The player connects to the music service provider over a wireless service network and downloads music to the player from the music service provider in accordance with the previously defined play list. The music or other programming is played at the player.

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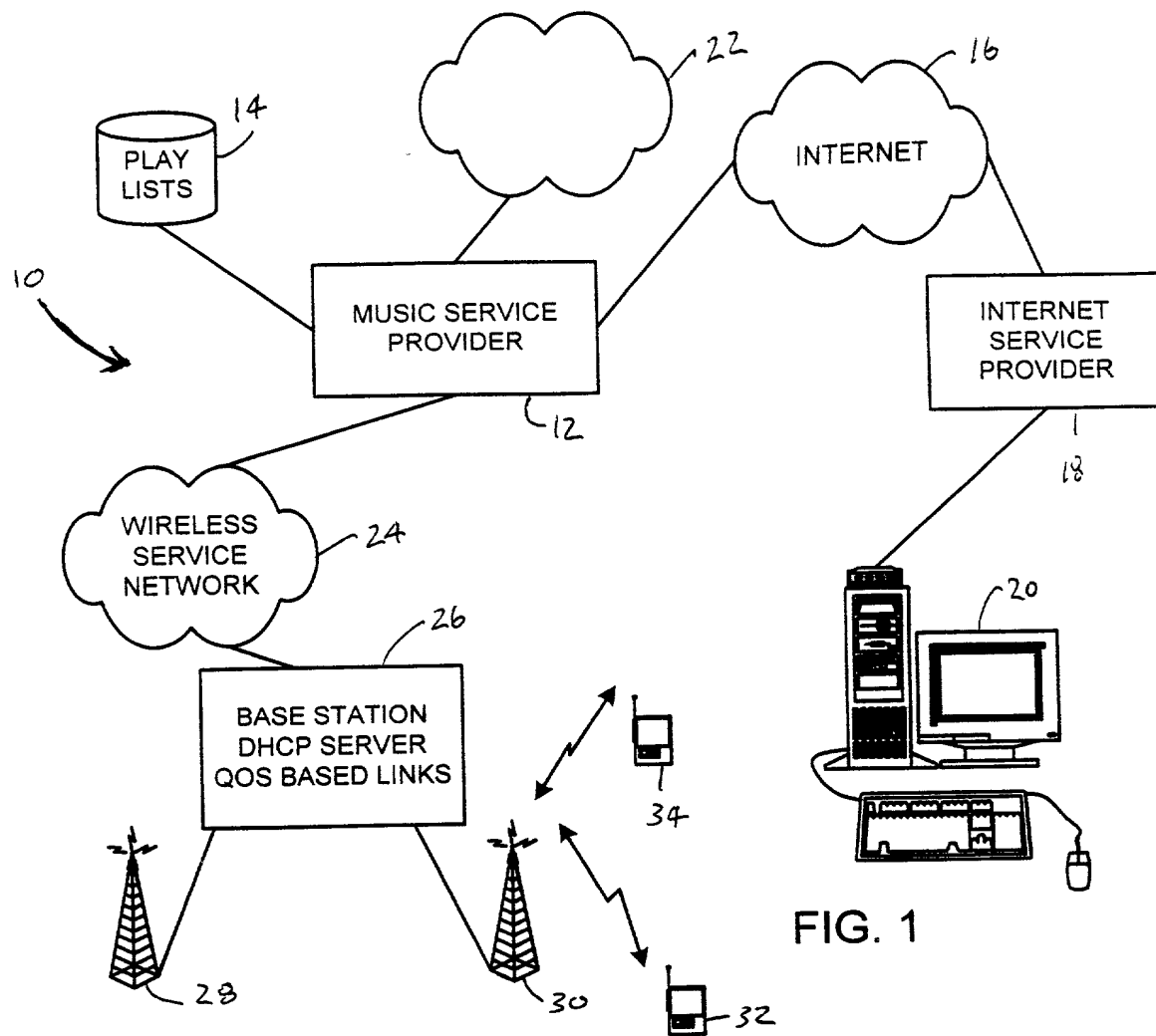


FIG. 1

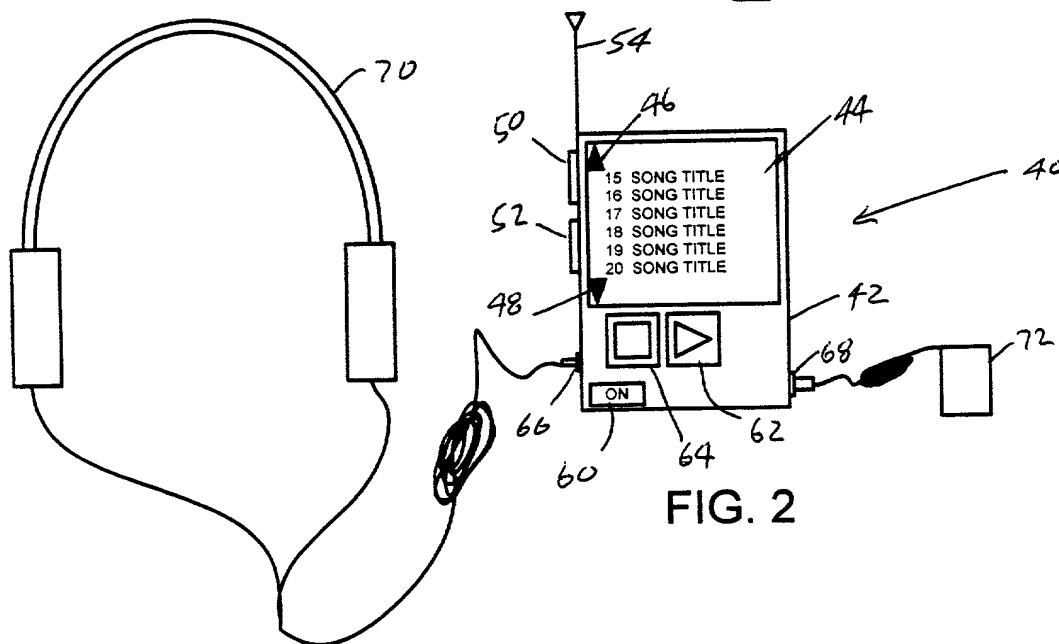


FIG. 2

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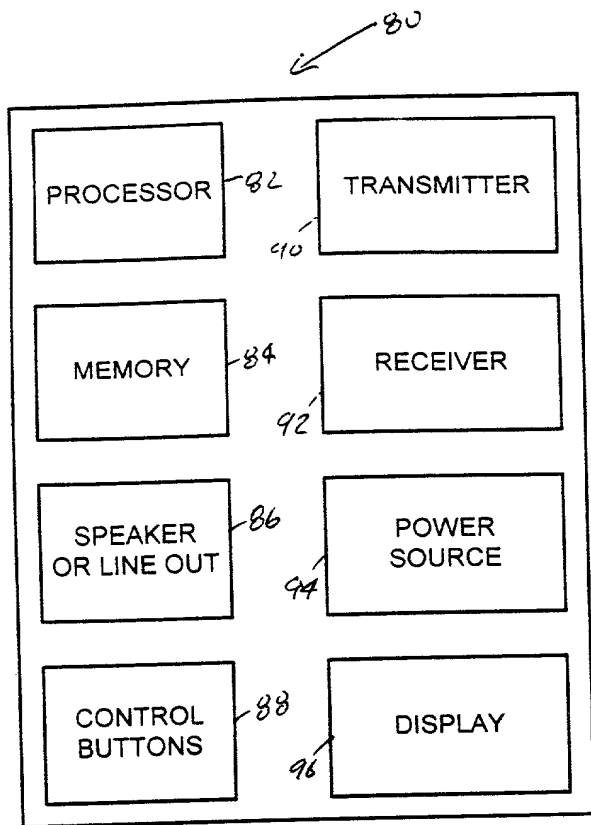


FIG. 3

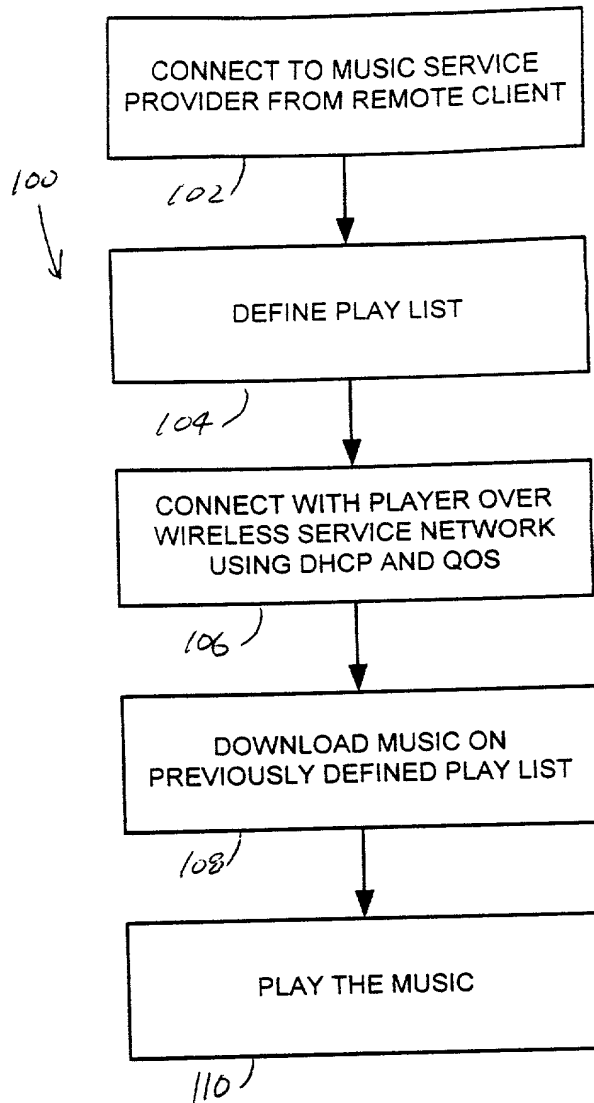


FIG. 4

## DECLARATION FOR PATENT APPLICATION AND POWER OF ATTORNEY

Atty. Docket No. 1724 (USW 0605 PUS)  
 First Named Inventor Warren E. Langdon

As a below named inventor, I hereby declare that my residence, post office address and citizenship are as stated below next to my name.

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled:

## PORTABLE WIRELESS PLAYER AND ASSOCIATED METHOD.

the specification of which:

☒ is attached hereto; or  
☐ was filed on (MM/DD/YYYY) \_\_\_\_\_ as U.S. Application Number or PCT International Application Number \_\_\_\_\_, and was amended on (MM/DD/YYYY) \_\_\_\_\_ (if applicable).

I hereby state that I have reviewed and understand the contents of the above-identified specification, including the claims, as amended by any amendment specifically referred to above.

I acknowledge the duty to disclose information which is material to the examination of this application in accordance with Title 37, Code of Federal Regulations, §1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, § 119(a)-(d) or § 365(b) of any foreign application(s) for patent or inventor's certificate, or § 365(a) of any PCT international application which designated at least one country other than the United States of America, listed below, and have also identified below, by checking the box, any foreign application for patent or inventor's certificate, or of any PCT international application having a filing date before that of the application on which priority is claimed.

Prior Foreign Application Number(s)	Country	Foreign Priority Date (MM/DD/YYYY)	Priority Not Claimed	Certified Copy Attached? (Yes/No)

I hereby claim the benefit under Title 35, United States Code, § 119(e) of any United States provisional application(s) listed below.

Application Number(s)	Filing Date (MM/DD/YYYY)

I hereby claim the benefit under Title 35, United States Code, § 120 of any United States application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by the first paragraph of Title 35, United States Code § 112, I acknowledge the duty to disclose material information as defined in Title 37, Code of Federal Regulations, § 1.56 which occurred between the filing date of the prior application and the national or PCT international filing date of this application.

Application Number(s)	Filing Date (MM/DD/YYYY)	Status: Patented, Pending, Abandoned

Atty. Docket No. 1724 (USW 0605 PUS)

1. The first step in the process is to identify the problem or issue that needs to be addressed. This involves gathering information and understanding the context of the problem.

2. Once the problem is identified, the next step is to define the objectives and goals of the project. This helps to clarify what needs to be achieved and provides a clear direction for the team.

3. The third step is to develop a plan or strategy to address the problem. This involves breaking down the problem into smaller, manageable tasks and determining the resources needed to complete each task.

4. The fourth step is to implement the plan. This involves putting the strategy into action and monitoring progress regularly to ensure that the project is on track.

5. The final step is to evaluate the results of the project. This involves assessing the outcomes against the objectives and goals and identifying any areas for improvement.

**22193**

PATENT TRADEMARK OFFICE

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